PROGRAMMERS DETAILS

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\*/

#include"graphics.h"

#include"dos.h"

#include"conio.h"

#include"stdlib.h"

#define DELAY 1

#define SOUND 3500

void state(int x,int y,int mode);

int i;

void \*ptr1[4],\*ptr2[4];

/\* 3d Ball \*/

char ball[20][20]=

{

{0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0},

{0,0,0,0,0,0,12,12,12,12,12,12,12,12,0,0,0,0,0,0},

{0,0,0,0,12,12,12,12,12,12,12,12,12,12,12,12,0,0},

{0,0,0,12,12,12,12,12,12,12,12,12,12,12,12,12,12,0,0,0},

{0,0,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,0,0},

{0,0,12,12,12,12,12,15,15,12,12,12,12,12,12,12,12,12,0,0},

{0,12,12,12,12,12,15,12,12,12,12,12,12,12,12,12,12,12,12,0},

{0,12,12,12,12,15,12,12,12,12,12,12,12,12,12,12,12,12,12,0},

{0,12,12,12,15,15,12,12,12,12,12,12,12,12,12,12,12,12,12,0},

{0,12,12,12,15,15,12,12,12,12,12,12,12,12,12,12,12,12,12,0},

{0,12,12,12,15,15,12,12,12,12,12,12,12,12,12,12,12,12,12,0},

{0,12,12,12,12,15,12,12,12,12,12,12,12,12,12,12,12,12,12,0},

{0,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,0},

{0,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,0},

{0,0,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,0,0},

{0,0,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,12,0,0},

{0,0,0,12,12,12,12,12,12,12,12,12,12,12,12,12,12,0,0,0},

{0,0,0,0,12,12,12,12,12,12,12,12,12,12,12,12,0,0,0,0},

{0,0,0,0,0,0,12,12,12,12,12,12,12,12,0,0,0,0,0,0},

{0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0}

};

/\* Condition to check out of range \*/

int COND(int x,int y)

{

 if (x>10 && x<getmaxx()-10 && y>10 && y<getmaxy()-10)

 return 1;

 else

 return 0;

}

/\* This sub-routine will check which path to follow on stiking the wall

of

the container \*/

void state(int x,int y,int mode)

{

 while(COND(x,y)&&!kbhit())

 {

 putimage(x,y,ptr1[4],COPY\_PUT);

 putimage(getmaxx()-x,getmaxy()-y,ptr1[4],COPY\_PUT);

 switch(mode)

 {

 case 0:

 x++;

 y++;

 break;

 case 1:

 x++;

 y--;

 break;

 case 2:

 x--;

 y++;

 break;

 case 3:

 x--;

 y--;

 break;

 }

 delay(DELAY);

 nosound();

 putimage(x,y,ptr2[4],COPY\_PUT);

 putimage(getmaxx()-x,getmaxy()-y,ptr2[4],COPY\_PUT);

 }

 cleardevice();

 if(x>=(getmaxx()-10)||x<=10)

 {

 sound(SOUND);

 switch(mode)

 {

 case 0:

 state(--x,--y,2);

 break;

 case 1:

 state(--x,++y,3);

 break;

 case 2:

 state(++x,--y,0);

 break;

 case 3:

 state(++x,++y,1);

 break;

 }

 }

 else

 if(y>=getmaxy()-10||y<=10)

 {

 sound(SOUND);

 switch(mode)

 {

 case 0:

 state(--x,--y,1);

 break;

 case 1:

 state(--x,++y,0);

 break;

 case 2:

 state(++x,--y,3);

 break;

 case 3:

 state(++x,++y,2);

 break;

 }

 }

 else

 exit(0);

}

void main()

{

 int gm,gd=DETECT;

 int i,j;

 initgraph(&gd,&gm,"\tc\tc\bgi");

 for(i=0;i<20;i++)

 for(j=0;j<20;j++)

 if(ball[i][j]!='0')

 putpixel(10+i,10+j,ball[j][i]);

 getimage(10,10,30,30,ptr1[4]);

 cleardevice();

 getimage(10,10,30,30,ptr2[4]);

 /\* start with (20,20) \*/

 state(20,20,0);

 getch();

}